High Level Motion Processing: Computational, Neurobiological, and Phychophysical Perspectives. Edited by Takeo Watanabe. MIT Press, Cambridge, MA. (1998). 417 pages. $60.00.

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Introduction. I. Interactive aspects of motion. Introduction (Takeo Watanabe). 1. How is a moving target continuously tracked behind occluding cover? (Stephen Grossberg). 2. The influence of chromatic information on visual motion processing in the primate visual system (Karen R. Dobkins and Thomas D. Albright). 3. Roles of attention and form in visual motion processing: Psychophysical and brain-imaging studies (Takeo Watanabe and Satoru Miyauchi). 4. $D_{\max}$: Relations to low- and high-level motion processes (Takeo Sato). 5. A systems analysis of visual motion perception (George Sperling and Zhong-Lin Lu). II. Motion coherence and grouping. Introduction (Norberto M. Grzywacz). 6. A theoretical framework for visual motion (Alan L. Yuille and Norberto M. Grzywacz). 7. Perception of motion discontinuities in patients with selective motion deficits (Lucia M. Vaina, Norberto M. Grzywacz, Marjorie LeMay, Don Bienfang and Edward Wolpow). 8. The role of parsing in high-level motion processing (Peter Tse, Patrick Cavanagh and Ken Nakayama). III. Heading and structure from motion. Introduction (Takeo Watanabe). 9. Computing observer motion from optical flow (Ellen C. Hildreth and Constance S. Royden). 10. Representation of visual motion in the extrastriate visual cortex (Keiji Tanaka). 11. The state of flow (William H. Warren, Jr.). 12. Theoretical and biological limitations on the visual perception of three-dimensional structure from motion (James T. Todd). Conclusion. Some questions; some answers, some speculations, some concerns (William R. Uttal). Contributors. Name index. Subject index.

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1. Computation of polynomial zeros. 2. Generalized root iteration. 3. Recursively generated iterative methods. 4. Two-sided and multi-point methods. 5. Factorization of a polynomial. 6. On some methods for the determination of all zeros. 7. On the zeros of polynomials. 8. Contraction of the SOR Weierstrauss method. 9. On the critical points of Aberth's method. 10. A note on the Le Verrier-Fadeev method. Subject index.

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Preface. 1. The history and evolution of object technology. 2. The history of database management and object management. 3. Database object analysis & design. 4. An overview of object database standards. 5. Relational database objects and abstract data types. 6. Relational database objects and pointers. 7. Database objects and inheritance. 8. Methods and database objects. 9. SQL and relational databases. 10. Interfacing C++ with relational databases. 11. Summary and future trends. Appendix A. Original C++ application. Index.

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